Justin Tsai

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WORK EXPERIENCE

CPP Virtual Reality Lab <div align="right">**Aug 2018 - Current**</div>

Consultant (June 2019 - Current)

- Working closely with clients and team to develop VR experiences and ensure quality deliverables.

Administrator (Aug 2018 - May 2019)

- Led and managed groups of students to develop VR/AR projects for presentation to industry sponsors.
- Mentored students and hosted workshops and code reviews to teach basic Unity development.
- Redesigned the organization's web page while improving readability and responsiveness.

EDUCATION

California State Polytechnic University, Pomona <div align="right">**May 2019**</div>

Bachelor of Science, Computer Science <div align="right">GPA: 3.5, Cum Laude</div>

PROJECTS

Block ARhythm <div align="right">**July 2019**</div>

- Designed and developed a rhythm game that can be played on PC and mobile. The player controls barriers that are used to deflect notes from hitting the center of the play area.
- Implemented controls, game mechanics, note syncing, and AR compatibility using Vuforia.

Spellbreaker <div align="right">**May - June 2019**</div>

- Created a single player VR hack and slash game. The player has to cut through a flurry of magic projectiles aimed at them using their swords.
- Implemented game mechanics, audio, particle systems, and player controls using SteamVR.

VR Wildfire <div align="right">**Sept 2018**</div>

- Enhanced and debugged a VR research project that simulates a scenario in which the user is caught in the middle of a wildfire to see what courses of action the user takes.
- Fixed errors by analyzing and rewriting existing code from scripts.

VR Combination and Permutation <div align="right">**Feb - May 2018**</div>

- Collaborated in a team of three to develop a VR research project that tests the player's understanding of math concepts in an escape room environment.
- Implemented environment interactions, audio, and player controls using VRTK.

SKILLS

- **Languages:** Java (proficient), C# (proficient), HTML (proficient), CSS (proficient), Javascript (familiar) Python (familiar), C++ (familiar), MySQL (familiar), Ruby (familiar)
- **Tools**: Unity, SteamVR, VRTK, MRTK, Vuforia, Visual Studio, Eclipse, NetBeans, Git, Microsoft Office